Primal Path: Path of the Monster

A person can't escape death, and neither can they escape the Path of the Monster. You advance slowly and surely toward your enemy, their futile resistance unable to make you falter even a step. The fear they feel from the bottom of their heart is brought to rest by your weapon, another corpse for the pile.

Black Iron Body

Starting at 3rd level, you are feared for your body that will not break. You can forgo resistance to bludgeoning, piercing, and slashing damage when you enter a rage. If you do so, you gain temporary hit points equal to your barbarian level + half your current hit points, which vanish when your rage ends or you enter a rage. You can't rage in this way again for 1 minute.

Additionally, after a creature hits you with an attack while you're raging, you can use your reaction to force it to make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier) or become frightened of you until the end of its next turn. If you don't have all of your hit points, the creature has advantage on the saving throw.

Finally, when you roll initiative and you aren't surprised, you can use your reaction to immediately enter a rage.

White Iron Will

Starting at 6th level, you are feared for your will that will not waver. While you're raging and you have all of your hit points, you have advantage on Wisdom saving throws, and you are immune to being charmed or frightened.

Sword Iron Soul

Starting at 10th level, you are feared for your soul that will not shatter. On your turn (no action required), you can reduce your hit point maximum to an amount equal to your current hit points until you finish a long rest. If you do so, when you roll a weapon's damage dice until the end of your turn, you can deal maximum damage, instead of rolling.

Once you use this feature, you can't use it again until you finish a short or long rest.

Night Parade

Starting at 14th level, you are a fear that will never fade away, you're considered a monster of myth. While you're raging and you have all of your hit points, you gain the following features.

Monster of the Mountain. As a bonus action, you can deal 6d6 bludgeoning damage to a creature you're grappling or hurl it up to 60 feet in any direction except for upward.

Monster of the Plain. As a bonus action, you can make a melee weapon attack against a creature that damaged you since the end of your last turn.

Monster of the Sky. As a bonus action, you can fly up to your speed. You fall if you end your turn in the air and nothing else is holding you aloft.

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